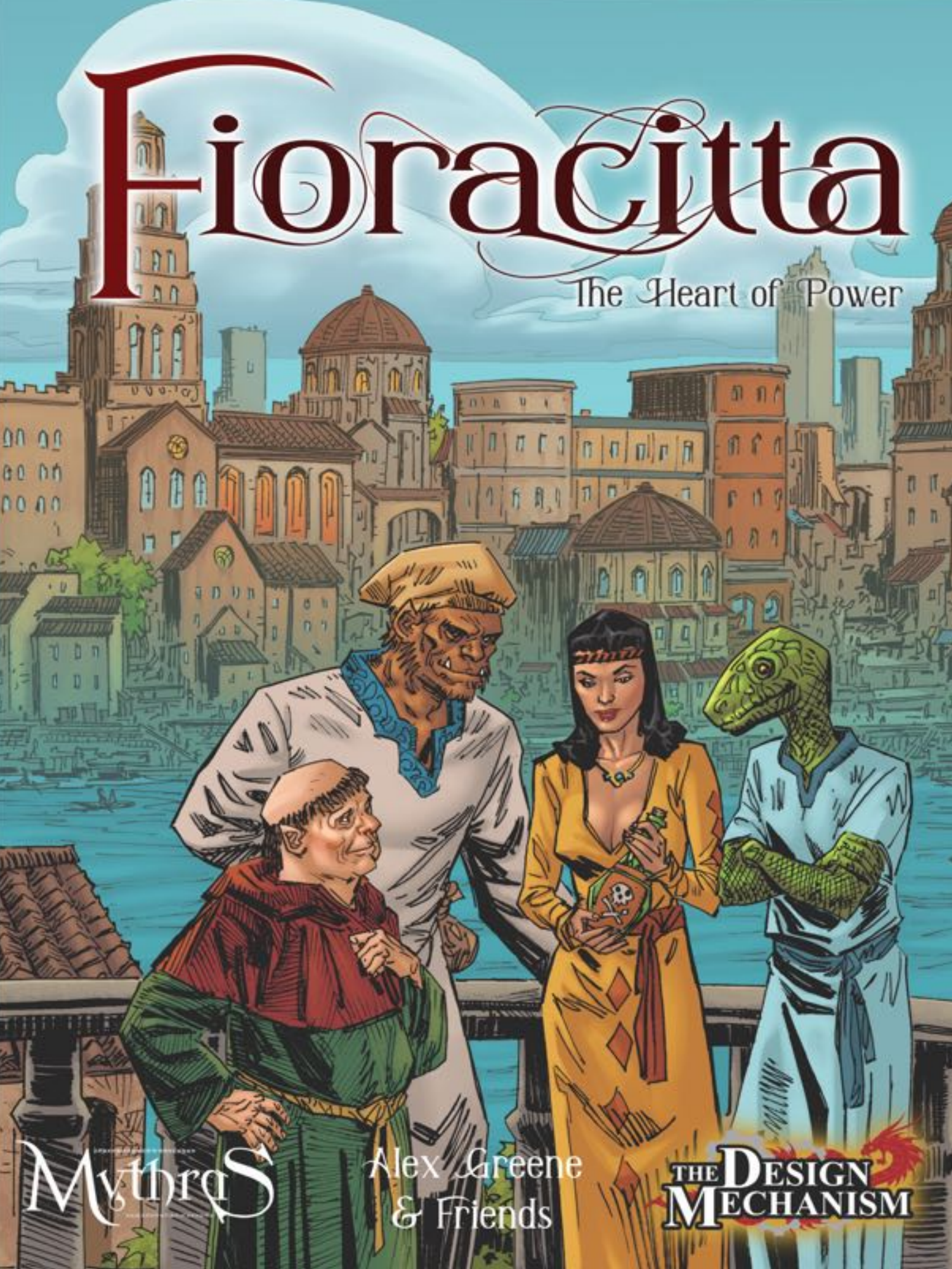


Fioracitta

The Heart of Power



Mythras

Alex Greene
& Friends

THE DESIGN
MECHANISM

Fioracitta

The Heart of Power



An urban campaign setting for Mythras set in the treacherous lands of Itarra

Alex Greene

Fioracitta - the Heart of Power

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Dedication

This book is dedicated to my brother Sean Kevin Greene
and my nephew Samuel Thomas Greene

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Introduction

From a distance, the city shines so brilliantly that you never see the darkness until it is too late to walk away. Her streets are ancient, yet she bristles with the new. She charges the world for what she offers; but for what she offers, you'd sell her both your eyes. The city is Fioracitta, the Heart of Power. And she welcomes all visitors with open arms.

The Setting

On a world called *Thierre*, there is a continent called *Euralie*. One of the countries of *Euralie* is called *Itarra*. The *Itarran* city of *Fioracitta* sits on the shore of a vast, glacier-fed lake, situated between lush, rolling plains dotted with vineyards and olive groves, and a range of towering, snow-capped mountains.

Beneath the warm daylight of *Thierre's* sun, *Fioracitta* is a city steeped in history, art, religion, and sorcerous power. In her perfumed bedrooms and shady backrooms,

Fioracitta is the playground of the ambitious, the duplicitous, and the power hungry.

This Book

This supplement for *Mythras* is designed to give the Games Master everything needed to craft adventures or a whole campaign in this setting. This book outlines the city of *Fioracitta*, the sprawling provincial capital of *Lascany*, a region in the peninsular nation *Itarra*, as well as *Fioracitta's* history, geography, culture, and much more.

What You'll Need to Play

Whether you are a player or a Games Master, all you'll need to adventure in *Fioracitta*, besides this supplement, will be your usual gaming tools: pens or pencils, *Mythras* character sheets, dice, and the *Mythras Core Rulebook*.

What is in this Book

Fioracitta, The Heart of Power includes the following chapters.

- **Characters** describes the Fiorese characters and provides player characters with new rules for character generation. Included are options to select native Fiorese characters, locals from Lascany Province, Itarrans from outside Lascany, and foreigners from various nations with connections to Fioracitta.

Players also have the option to choose non-human characters from four species unique to this setting – the animalistic Bestia, the sleek shapeshifting Longane otter people, the serpentine Ophidians, and the short, often-macabre Monacielli.

- **History** begins by looking at the calendar and timekeeping. The rest of the chapter describes not only the history of Fioracitta and Lascany Province from the earliest days of prehistory, it lists the city and province's rulers and conquerors, as well as provides famous dates for the history of Itarra and its neighbours along the coast of the vast Omphalan Sea (which extends east to west, linking most of the region's nations and islands) marking the spread of plagues, civil unrest, and natural disasters.

Also included is a set of tables to enhance the background drawing from the city's rich, detailed history, for use either in creating the player characters themselves or as a means of connecting the characters to the past.

- **Economics** details money, both local and foreign; describes the connection among status, wealth, and land ownership; and presents pricelists for everything from food and drink to basic services.

- **Magic** describes how the local Fiorese perceive magic and the supernatural, the roles played by magicians and theists in society, the high costs of power, and each Discipline's Traditions, from Folk Magic to Theism. A new Discipline, Illusionism, is detailed, which is an offshoot of Sorcery. The chapter closes with a look at Enchantments,

including a list of some typical enchanted items found in the region.

- **The City & the World** describes Euralie and Itarra, and the environs of Fioracitta, specifically, the Millagra Mountains and Artra Pianura plain; Lake Lascha and the Millagra Glacier that feeds it; the River Cariccia; and the native flora and fauna. Lascany Province and the other provinces of Itarra, along with the countries bordering the Omphalan Sea are also briefly detailed.

Finally, the chapter concentrates on the city itself – from architecture, to accommodation, to a comprehensive outline of the city's districts and many unique locations and landmarks.

- **Culture** looks at everything that is significant to the Fiorese people – food and drink, clothing, art, music, and the games they play. The Guilds, known as the Arti, are described, along with what they do and who among them holds the reins of power. This chapter also reveals the city's politics.

Law and order are important to the citizens, so this chapter examines crime and justice, as well as another topic of importance – health. The secretive and powerful Shadow Society is introduced, and rules are provided so player characters may create their own groups.

Coming to Fioracitta

Games Masters do not have to create Fiorese characters to roleplay in this setting. *Mythras* characters from other settings could find their way here in search of adventure.

The Games Master could adjust the world of their current historical setting to either place it within Thierre or Euralie, or situate Itarra and the other nations in this book within their existing setting.

Fioracitta would work well with any Mythic Earth setting or Thennla, as those are fairly close in technological and social development and would require the least amount of adjustments.

The following are hooks to draw player characters into the world of Fioracitta.



Talent, intelligence, courage and magical skill are paths to wealth and power in Fioracitta. So are treachery, violence and poison. Which will the characters choose?

Family Ties

Characters from other settings could have family living in or near Fioracitta whom they are compelled to visit, and then, whether by choice or necessity, they could be forced to stay in Fioracitta itself, exposing them to the fullness of the city. Likely venues include Little Fourché or Lascha, although they could just as easily seek cheaper accommodations in Ischena or Amienta (pages 166 and 170).

Foreign Visitors

The characters could be native to some country in the world and are travelling to Fioracitta for some reason, be it mundane, such as seeking employment or studying at the University, or more significant, such as removing a curse that has plagued their bloodline for generations. Fioracitta offers many enticements, making it a prime destination for outsiders.

Complete Outsiders

Folklore in Fioracitta, Itarra, and Euralie abounds with stories of beings who occasionally appear out of thin air in response to being summoned, or who emerge from vortices that form after a lightning storm strikes a particular building or from a natural feature renowned for supernatural sightings and events.

Other legends speak of strange light storms forming in swamps, followed not long afterwards by the sighting of outsiders emerging from the waters, dressed oddly and speaking no known language.

The player characters could be ported into Fioracitta from other *Mythras* settings – such as *Luther Arkwright*, *After The Vampire Wars*, or even the Meeros setting featured in the *Mythras Core Rulebook* – pitting roving bands of Bestia bandits against Anathaym or her mentor Zamothis as a young man; or forcing a cabal of Monacielli to track down some lost, confused Seers who have been sent into this reality as a result of a dread curse from some sorcerer.

Fioracitta can also be used as a setting for adventurers astrally travelling from another reality. Such travellers could wander the streets of the city, experiencing everything as painfully real as any real-world encounter, yet returning to their setting afterwards as if it had all been a dream – apart from new scars that had not been there before.